Data bits	Modulation bits	
00 00 00 00	010 100 100 100	
00 00 10 00	000 100 100 100	
00 00 00	010 100 000	
00 00 01	010 100 100	
00 00 10	000 100 000	
00 00 11	000 100 100	
00 01	000 100	
00 10	010 000	
00 11	010 100	
01	010	
10	001	
11	000 101	If preceding modulation bits = xx1 If preceding modulation bits = xx1

Data bit pattern to be substituted	Substituting modulation bits	Condition for substitution
11 01 11	001 000 000	If next modulation bits = 010

Terminating data bits	Terminating modulation bits	
00 00	010 100	
00	000	

Fig. 1

Sync number	24-bit sync body	6-bit sync-colour pattern
FS0	#01 010 000 000 010 000 000 010	000 001
FS1	#01 010 000 000 010 000 000 010	010 010
FS2	#01 010 000 000 010 000 000 010	101 000
FS3	#01 010 000 000 010 000 000 010	100 001
FS4	#01 010 000 000 010 000 000 010	000 100
FS5	#01 010 000 000 010 000 000 010	001 001
FS6	#01 010 000 000 010 000 000 010	010 000

Fig. 2

	Sync body	FS7	data
Data bits			01 11 01 11
Modulation bits	#01 010 000 000 010 000 000 010	100 101	010 101 010 101 000

Fig. 3

	Sync body	FS7	data
Data bits		11	01 11 01 11
Modulation bits	#01 010 000 000 010 000 000 010	100 101	010 101 010 101 000
Substituted modulation bits			000 000

Fig. 4

Existing syc colours			Alternatives		
FS0	000 001	(F)	A	101 001	(FS2, I)
FS3	100 001	(B, D)	B	010 001	(FS1, FS3, FS5, FS6)
FS5	001 001	(B, C, E, K)			
			C	001 000	(FS4, FS5, FS6)
FS2	101 000	(A, H)			
FS6	010 000	(B, C)	D	100 010	(FS1, FS3, H)
			E	001 010	(FS1, FS5)
FS1	010 010	(B, D, E, G)	F	000 010	(FS0, FS4)
FS4	000 100	(C, F, K)	G	010 100	(FS1, H, I)
			H	100 100	(FS2, G, I)
			I	100 101	(A, H, J)
			J	010 101	(G, I)
			K	000 101	(FS5, FS4)

Fig. 5

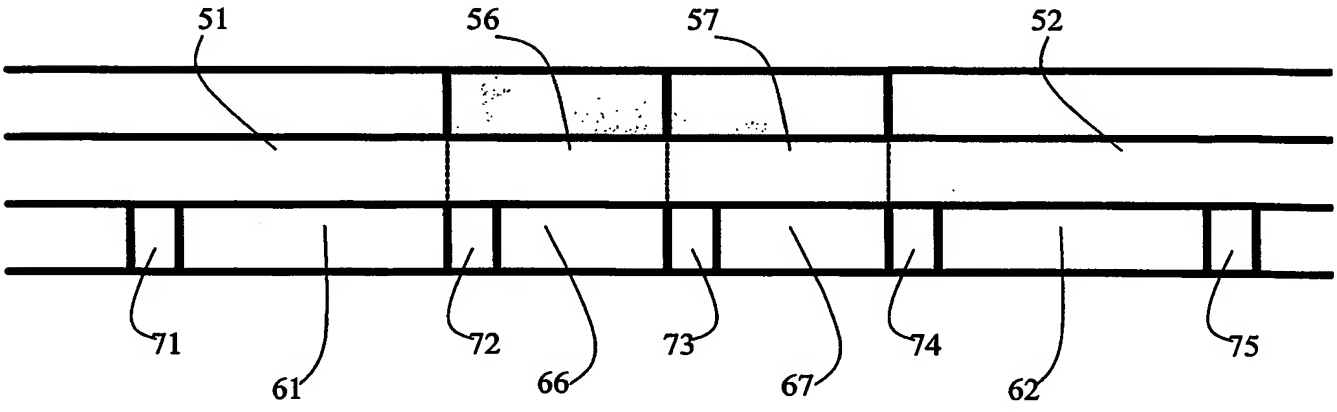

Fig. 6